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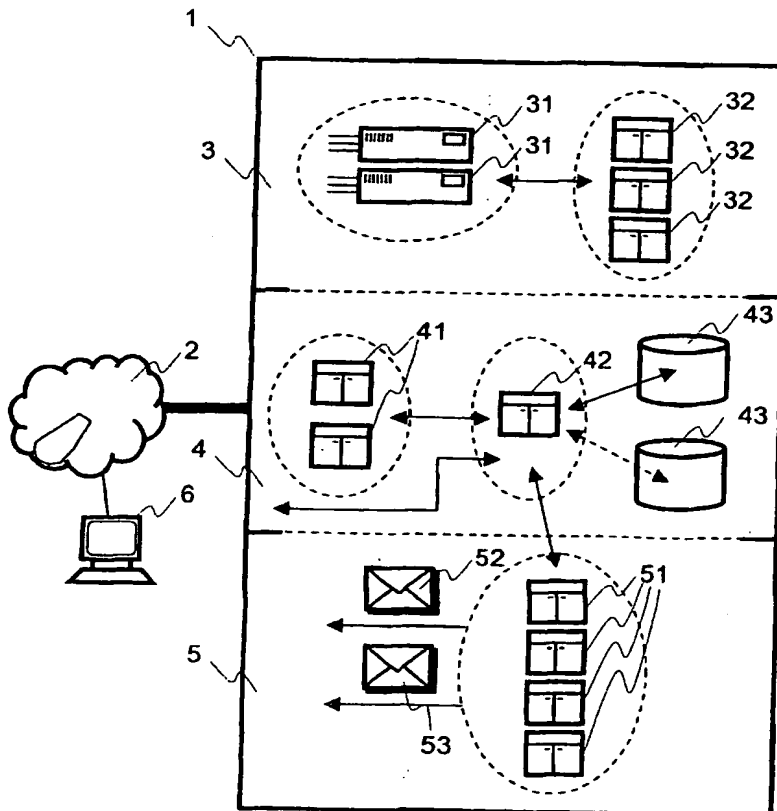
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(54) Title: METHOD AND SYSTEM FOR DIRECTING INTERACTIVE TV GAME SHOWS



(57) Abstract: The present invention discloses a method of directing an interactive broadcast with participation of a plurality of participants without the risk of peakload problems. This aim is reached by splitting up the downloading of the relevant interactive application over time, and by directing the moments off interaction between the participants and the interactive system. The part requiring most capacity is downloaded some time before or during the actual broadcast, and not by all participants at the same time. In addition each participant is allocated a time slot in which it is allowed to send in the answers.